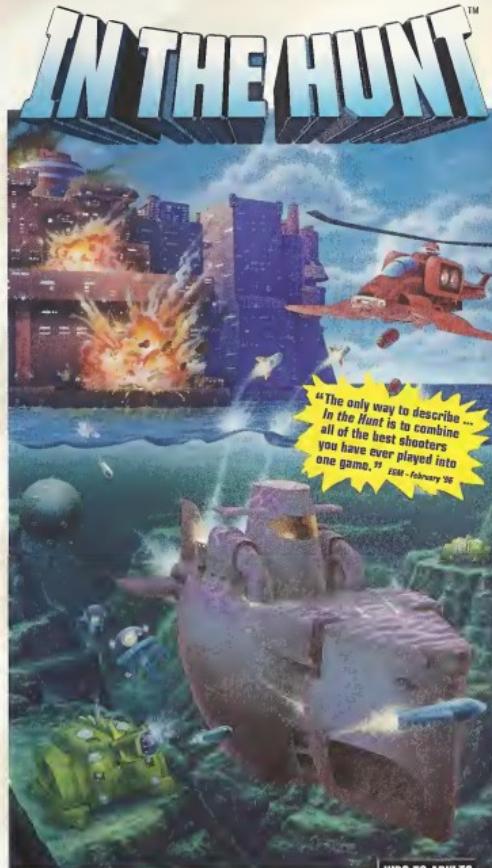




SEGA™



SEGA SATURN



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T-10001H



KIDS TO ADULTS
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

CONTENTS

1

IN THE HUNT™

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

Getting Started	2
Controls	3
Options	4
Screen Display	5
Introduction	6
Attack Subs	7
Power Ups	8
Enemy Vessels	9
Mission Stages	10
Credits	12
Limited Warranty	13



STARTING UP

HOW TO USE YOUR SEGA SATURN SYSTEM:

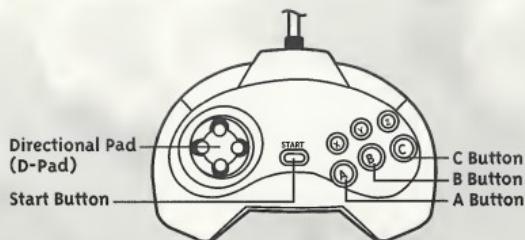
This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player - doing so may damage the headphones and speakers.



1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad I.
2. Place the **IN THE HUNT™** CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system Off and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the **IN THE HUNT** Title Screen.
5. If you turn on the system power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the system, press the D-Pad to move the cursor to the top left button on the Control Panel, and press Start.

IMPORTANT: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

CONTROLS



DIRECTIONAL PAD (D-PAD)

Direct your attack submarine. (If in menu, directs cursor)

START BUTTON

Begins and pauses game.

A BUTTON

Launches torpedoes. (If in menu, cancels selection)

B BUTTON

Launches missiles or exploding mines. (If in menu, confirms selection)

C BUTTON

Launches both torpedoes and missiles or mines.

X BUTTON, Y BUTTON, Z BUTTON, LEFT BUTTON, RIGHT BUTTON

Not used.

OPTIONS

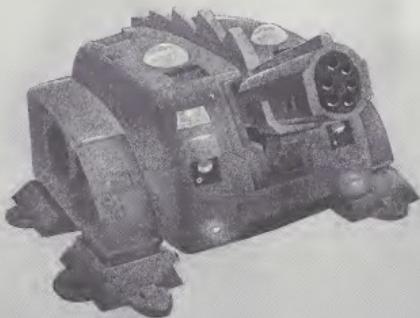
Select from the following Setup options:

LEVEL: Easy, Normal, Hard or Madness.

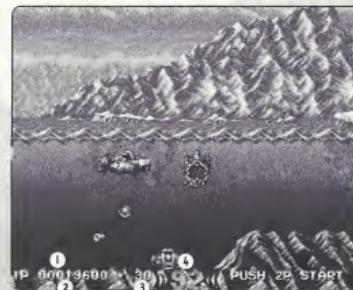
REST: Set number of remaining subs to 2, 3, 4, or 5.

MUSIC: ON or OFF.

SOUND: ON or OFF.



SCREEN DISPLAY



- 1) SCORE: Shows player's score.
- 2) REMAINING ATTACK SUBS: Shows number of remaining Attack Subs.
- 3) TREASURE BALL: Shows number of stars in the Treasure Ball. When you collect 100, you gain one more Attack Sub.
- 4) REMAINING TIME: Shows remaining time. When it gets to 0, you lose one Attack Sub.

INTRODUCTION

Prepare to enter a world on the brink of war and chaos. The Dark Anarchy Society (D.A.S.) already controls one half of the world and is maneuvering to overtake the rest! Finding a way to stop D.A.S., and the deadly array of weaponry that has reduced many of our cities to rubble will be a dangerous mission indeed!

Break off training exercises in the South Atlantic and set course and coordinates for the Antarctic Circle.

As the captain of an Attack Sub, your mission is to find and destroy the D.A.S.'s underwater headquarters, located somewhere in the desolate and unforgiving climes of the Antarctic Sea. A second sub is currently being outfitted and if you join forces, you'll have a better chance of survival.

BEWARE: We've lost the element of surprise and D.A.S. will be watching and waiting for you. Outgunning them will be your only hope as you try to fight your way into the Society's headquarters and put an end to their ability to wage war. The very existence of our civilization rests on your leadership and the courage of your crew!



ATTACK SUBS

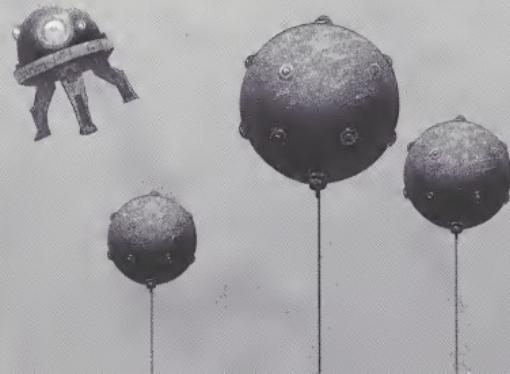
Player 1 commands the U.S. (Underwater Ship) Crimson Fire (red). Its twin attack sub, the U.S. Azure Scourge (blue) is commanded by Player 2. Both are equipped with the latest self-contained, ultra-magnetic, strategic systems. (You will need them against the weaponry the enemy has at its disposal!)

LAUNCH HATCH

For vertical attack. Normal mode is a machine gun, but can be upgraded to a surface-to-air missile, smart missile or floating mine launcher. (See page 8)

LAUNCH TUBES

For horizontal attack. Normal mode is a torpedo launch site, but can be upgraded to Hyper Torpedoes, Supersonic Torpedoes, or Crackers. (See page 8)



POWER UPS

TREASURE BALL: Collect 100 stars for an extra Attack Sub.



LARGE TREASURE: Large treasures are worth 5 stars and the smaller ones are worth 1 star. You will find them floating beneath the surface.



TREASURE BOX: Contains Treasure Balls.

ITEMS

UNDERWATER



ITEM CARRIERS: Destroy these and take their weapons to use for your sub.

AIRBORNE

MISSILE ITEM: When it appears, it cycles from A to M to A (from Floating Mine to Missile to Floating Mine).

"M" Water Surface	Tracking missile
"M" In Water	Missile
"A" Water Surface	A Machine Gun
"A" In Water	Floating Mine

TORPEDO ITEM: When it appears, it cycles from Red to Blue to Green to Red.

Green = Hyper Torpedo

Blue = Supersonic Wave Torpedo

Red = Cracker

HYPER TORPEDO: After clearing the launch area, it bursts into clusters, causing severe damage.

SUPersonic WAVE TORPEDO: Generates a powerful wake, sucking up enemies nearby.

CRACKER: For direct attacks on an enemy. Flies unerringly at anything you aim at.

ENEMY VESSELS



FIGHTER PLANE: Flies at high speed and drops bombs.



SMALL HELICOPTER: Flies at high speed and drops bombs. Also equipped with a Vulcan gun.



UNDERWATER SCOUT: Underwater torpedo launcher.



WALKER: Underwater missile launcher.



UNDERWATER ARTILLERY BATTERY: Fires at anything nearby.



SUBMARINE: Armed with torpedoes.



GUIDED MINE: Chase torpedo guided by automated tracking systems.



MOORING MINE: Explodes when enemy is in the vicinity. Also capable of launching torpedoes.



ICE BEAM: Freezes all vessels within range.

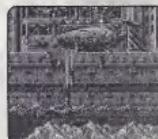
MISSION STAGES

•THE SOUTH POLE

 Begin in the freezing waters beneath the South Pole. Be prepared for an all out counterattack from the D.A.S. Submarine fleet. Satellite recon also indicates extensive underwater mine fields. If you get past those, we have heard of a mysterious Ice Beam that freezes all who try to pass. Also, beware of extremely strong currents near the Pole.

•THE CHANNEL

After defeating their submarine defenders, proceed to the D.A.S. staging area now under construction. The docklands area is heavily defended by squadrons of fighter-bombers and attack helicopters. You must get past them and destroy their ability to manufacture and deliver their armaments.



•SEABED RUINS

 You are getting close now. Our spies have reported a mysterious guardian with supernatural powers that blocks your way to the surface. It's probably just superstition born out of hysteria, but be careful!

•SUNKEN TOWN

When you break through, you will find yourself amongst the ruins of our former city. The Society undermined it and it sank into the sea. Recon suggests it is now being used as the main base for their newest classes of underwater attack subs. Be prepared!



MISSION STAGES

•DEEP DARK SEA

 Their final line of defense is not manmade. Natural disaster guards the D.A.S. lair. Your sub has been retrofitted to resist the inferno of the magma caverns, but there may be forces there never before encountered by man. Push on! You must not fail.

•ENEMY BASE

We have no reconnaissance at all from this area. It will take all of your skills as Captain. Know that the Free World is depending on you. Good Luck!

**NO DATA
AVAILABLE**



Saturn Edition: In The Hunt Production Staff

Executive Producer:	Takayuki Kamikura
Programmers:	Yoshiki Sawamura and Takeshi Kataoka
Sound:	Jun Senoue and Masahiro Itou
Localization:	Michael Haller
Assistant:	Kenji Ueno
Marketing:	Germaine Giola
Liaison:	Steve Ryno
Package & Manual:	Beeline Group, Inc.
Production:	Imagineer Co., Ltd.

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KOKOPELI DIGITAL STUDIOS Consumer Service Department,
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Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396